

BASIC GAMEPLAY CONTROLS

CAMERA CONTROLS

The angle and view of the camera as Pepper drives, skates, flies, or walks about LEGO® Island can be changed:

Reset Camera	
First Person View	(hold)
Camera Zoom	
Move Camera	Mouse or and arrow keys

PEPPER ON FOOT

Run	Arrow keys/Left mouse button
Sneak	Tap the arrow keys
Jump	Right /Right mouse button
Talk/Interact/Skateboard	
Throw pizza	Right
Toying (changing an object into something else)	

NOTE: In addition to these basic moves, *Island Xtreme Stunts* includes many other enhanced control features that can help change the outcome of any game. For more detailed information about gameplay controls, ➤ *Complete Control Summary* on p. 5.



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INTRODUCTION

LEGO® Studios has arrived on LEGO Island to film their latest action blockbuster, "Xtreme Stunts". It's a movie that's destined for nominations by the LEGO Academy of Film and Television Arts, but the Director really wants Pepper involved in the filming of the movie and before he knows it, Pepper is the leading stuntman!

Pepper's co-star, however, is the mischievous scallywag, the Brickster. Everyone on the island is positive that he has turned over a new leaf, but Pepper knows better. Convinced that he is a much better stuntman than Pepper, the Brickster will stop at nothing to beat him and receive the prestigious Platinum Star award!

To make his big break into show business, Pepper must perform daring stunts for the movie while keeping an eye on the Brickster and his sneaky tricks.

Help Pepper get through his stunts, defeat the Brickster, and restore some sanity to the movie-making industry!

For more info about other LEGO products, visit www.LEGO.com/interactive/.
For more info about this and other Electronic Arts™ titles, visit www.ea.com.

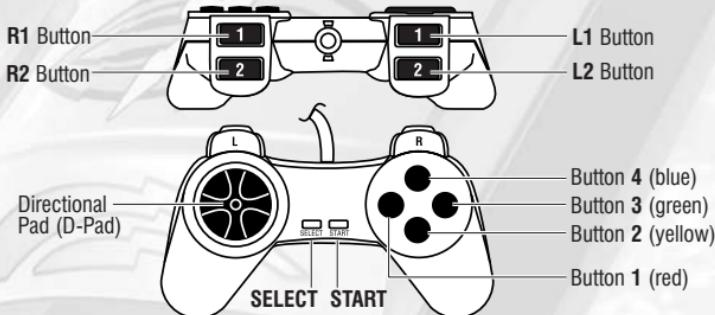
NOTE: See enclosed Install Guide for Technical Support information.

COMMAND REFERENCE

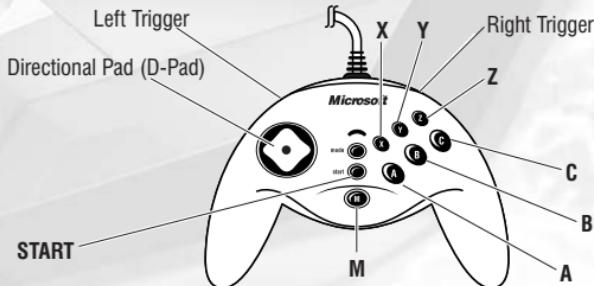
It's easy to navigate *Island Xtreme Stunts* menus using the keyboard, mouse, or a DirectX 8.1 supported controller.

NOTE: In this manual, the **default controls** are provided using keyboard controls. To use a different control method (e.g., Gravis™ GamePad Pro or Microsoft® SideWinder™), refer to this section for the control equivalents.

GAMEPAD PRO



SIDEWINDER



CONVERSION TABLE

GAMEPAD PRO

SIDEWINDER

KEYBOARD

D-Pad	D-Pad	Arrow Keys
Button 1	X	[S]
Button 2	A	[D]
Button 3	B	[F]
Button 4	Y	[E]
Button 5	Left Trigger	[W]
Button 6	Right Trigger	[R]
Button 7	Z	[A]
Button 8	C	[G]
Button 9/SELECT	M	[T]
Button 10/START	START	[SPACEBAR]

COMPLETE CONTROLS

NOTE: The following commands apply when you are exploring the Island. For unique controls for specific sub-games, ► *Stunt Action Sub-games* on p. 12 and *Other Sub-games* on p. 20.

CAMERA CONTROLS

The angle and view of the camera as Pepper drives, skates, flies, or walks about LEGO® Island can be changed:

Reset Camera	<input type="checkbox"/>
First Person View	<input type="checkbox"/> (hold)
Camera Zoom	<input type="checkbox"/>
Move Camera	Mouse or <input type="checkbox"/> and arrow keys

PEPPER ON FOOT

Run	Arrow keys/Left mouse button
Sneak	Tap the arrow keys
Jump	Right <input type="checkbox"/> /Right mouse button
Talk/Interact/Skateboard	<input type="checkbox"/> ENTER
Throw pizza	Right <input type="checkbox"/> CONTROL
Toying (changing an object into something else)	<input type="checkbox"/> SPACEBAR

PEPPER ON HIS SKATEBOARD

Start/Stop Skateboarding	<input type="checkbox"/> ENTER
Accelerate	<input type="checkbox"/> ↑
Brake/Stop	<input type="checkbox"/> ↓
Steer	<input type="checkbox"/> ←/→
Jump	Right <input type="checkbox"/> SHIFT (the longer you hold it down the higher you jump)
Grab Trick	Right <input type="checkbox"/> CONTROL and arrow keys while in the air
Spin Left	<input type="checkbox"/> while in the air
Spin Right	<input type="checkbox"/> → while in the air

Pause Menu

[ESC]

Open PDA

[BACKSPACE]

SPEAKING TO OTHER ISLANDERS

Skip Sentence

[ENTER]

Skip Entire Conversation

[ENTER] (double tap)

Select Response

[←/→]

Accept Response

[ENTER]

PEPPER IN ROAD & WATER TRANSPORT

Accelerate

Right [SHIFT]

Brake/Reverse

Right [CONTROL]

Steer

[←/→]

Exit Vehicle

[ENTER]

Horn (road)

[SPACEBAR]

PEPPER IN PLANES & HELICOPTERS

Fast

Right [SHIFT]

Slow (Brake/Reverse in a Helicopter)

Right [CONTROL]

Climb

[↓]

Dive

[↑]

Steer

[←/→]

Land

[ENTER] (When you are near a runway or landing platform a symbol appears)

SETTING UP THE GAME

After the LEGO® Title Screen and *Island Xtreme Stunts* Screens, the Island comes to life and you are taken on aerial tour. Press **SPACEBAR** to continue.

MAIN MENU

Press the **↑/↓** keys or use the mouse to choose the option you want.



- Highlight an option and left click it or press **ENTER** to advance.

NEW GAME

This option starts a new game. You are taken to the initial publicity stunt for the film *Xtreme Stunts*, where you have to perform Pepper's first-ever stunt. Having completed that stunt you are selected by The Director to be the lead stuntman in his new film. Your first scene is Freeway Frenzy and you must go straight there (► *Freeway Frenzy* on p. 13).

LOAD GAME

Load a previously saved game and view the percentage of the game completed for each saved game. You can load a saved game at any point during *Island Xtreme Stunts*, except during sub-games. Simply open the Pause menu (► *Pause Menus* on p. 9) and select LOAD. This displays a list of previously saved games. Select the file to load and press **ENTER**. You may now continue gameplay from the point at which you saved.

NOTE: Loading a saved game while playing *Island Xtreme Stunts* means you will lose your current game data. If you wish to return to the current game at a later date you must first save your game before loading another saved game.

OPTIONS

The Options screen lets you customize your game. These options are:

AUDIO VISUAL

Change the volume settings, Radio Mode, and the way the game is displayed:

SCREEN RES

Specify the screen resolution using the arrow keys to increase or decrease the resolution.

DETAIL LEVEL

Change between LOW and HIGH detail.

VIEWING DISTANCE

Change how far into the distance you can see.

SPEECH VOLUME

Use the slider to increase and decrease the volume of the character voices.

MUSIC VOLUME

Use the slider to increase and decrease the music volume.

SFX VOLUME

Use the slider to increase and decrease the sound effects volume.

RADIO MODE

You have a choice of music you'd like to hear while playing. Options are **AUTO SELECT**, COUNTRY, EASY, ROCK, SOUL, and POP.

CONTROLS

Here you can change the keys used on your PC keyboard to play *Island Xtreme Stunts*. Simply select the Control you wish to remap, press **ENTER**, then press another key and press **ENTER** again to confirm the change. You can reset all keys to their original state at any time by choosing RESTORE DEFAULT.

SUBTITLES ON/OFF

This option switches the subtitles **ON** and **OFF**.

RESTORE DEFAULT

Restores all the options to their default settings.

PLAYING THE GAME

Island Xtreme Stunts centers around five *Xtreme Stunt* action film scenes. These sub-games are Freeway Frenzy, Motorbike Mayhem, Wave Catcher, Air Chase, and Ripcord Rescue. When you first enter the game you will be taken straight to the first scene of Freeway Frenzy.

Having finished this scene you will then have the freedom of the Island and can either search out the entrances to other sub-games or discover all the activities the Island itself has to offer!

ACTION BUTTON ICONS

The action button icons are displayed in the top, right-hand corner of the screen. These indicate that there is something nearby that Pepper can interact with and what that interaction is.

FOR EXAMPLE:

Talk to the Minifigure named under the icon



ICON	NAME	ACTION
	Drive	Use the vehicle named under the icon.
	Check Notice Board	Near the Studio and outside the stunt action sub-games are notice boards that give Pepper vital information.
	Landing symbol	Indicates that you can land your Helicopter or Plane—appears near runways and helipads.

PAUSE MENUS

At any time during a game you can view one of the Pause menus. Press **[ESC]** to display the Pause menu.

MAIN ISLAND PAUSE MENU

This menu allows you to save your progress in a game. The options on this menu are:



- ▶ Press **ESC** to return to the Main Island Pause menu.



- ▶ Press **ESC** to return to the game.

STUNT ACTION SUB-GAME PAUSE MENU

During one of the stunt action sub-games, press **ESC** to access the following Pause menu.

Continue the game you are playing

Adjust Audio Visual, Controls, and Subtitle options

Stop the sub-game and following confirmation, return to the Main menu without saving



Start the stunt action sub-game again

Stop the sub-game and return to the Island



- Press **ESC** to return to the game.

GAME RESULTS SCREEN

When you finish a sub-game you are shown a results screen. If you have not succeeded you will be told why and given the option to REPLAY the sub-game or CONTINUE to the main Island.



If you have won *and* gained a high score you can enter a three-letter name using the **↑/↓** keys to change the letter and **←/→** keys to select which letter to change. Once you are satisfied with your choices, press **[ENTER]** to continue.



LAFTA CEREMONY

If you successfully complete the sub-game you are taken to the Blue Room (► below) after receiving your score. Here you are awarded your Bronze, Silver, or Gold LAFTA (depending on the level played) and the Director will treat you to a short clip of the scene Pepper has just starred in.

FUNCTION	DESCRIPTION	CONTROL
Skip Line	Skip a line of text to the next one	[ENTER]
Skip to Rushes	Move straight to the rush filmed during the sub-game	Double tap [ENTER]
Return to Island	Once the rush is being shown, return to LEGO® Island	[SPACEBAR]

STUNT ACTION SUB-GAMES

BLUE ROOM

At the beginning of each stunt action sub-game you find yourself in the Blue Room. This is where you are shown the controls for the sub-game and the Director explains the objective of the game. Practice each of the controls for as long as you like and, when you think you're ready, press **[ENTER]** to continue.

FREEWAY FRENZY

Pepper pursues the Brickster in this high-speed car chase through the city streets, bumping into him to knock bricks off his car. Collect the various Power Ups littered around the course to help you. The Power Ups are displayed in the top right hand corner of the screen, above the health bar. During the race, Pepper's car can be repaired at the pit stop indicated by jugger-naught signs and arrows on the side of the tracks.

FREEWAY FRENZY POWER UPS

TURBO		Boost Pepper's car to an Xtreme speed.
DAMAGE		Double the amount of damage Pepper's car inflicts on the Brickster's car.
STEADY		Stop the Brickster from changing lanes.
HORN		Scatter the other cars out of Pepper's way.
RANDOM		Give Pepper one of the other Power Ups chosen at random.



CONTROLS

Steer	
Accelerate	Right SHIFT
Brake	Right CONTROL
Use Power Up	ENTER
Toggle Camera	

MOTORBIKE MAYHEM

The Brickster makes his escape across a variety of courses on a motorbike and Pepper has to beat him to the finish line. You have to overcome obstacles and land safely while maintaining your speed. Make sure you reach the checkpoints before your time runs out and collect your time bonus to get to the next checkpoint.

When in the air, Pepper performs stunts using **[ENTER]** and arrow key combinations. Fill up your speed boost meter by maximizing air time and landing safely.

Careful you don't fall off! If you do, you lose valuable time and must restart nearby.



CONTROLS

Lean Forwards	
Lean Backwards/Wheelie	
Accelerate	Right [SHIFT]
Brake	Right [CONTROL]
Perform Stunt	Hold [ENTER] and press the arrow keys—different arrow key combinations perform different stunts.

WAVE CATCHER

The Brickster takes to the water in his fast speedboat and Pepper goes after him on his jet ski. To make it more difficult for Pepper, the Brickster's henchmen are also on the water hindering him. Pepper must beat the Brickster and all of his henchmen to the end of the race.

Follow the course arrows, pass through each checkpoint, and make sure you remain on the track! Perform aerial stunts over the ramps to fill up your speed boost gauge.



CONTROLS

Steer	<input type="button"/> / <input type="button"/>
Lean Forwards	<input type="button"/>
Lean Backwards	<input type="button"/> and, when combined with <input type="button"/> / <input type="button"/> , helps Pepper turn faster.
Accelerate	Right SHIFT
Perform Stunt	Hold ENTER and press the arrow keys—different arrow key combinations perform different stunts.

AIR CHASE

The Brickster has hijacked a plane and is trying to get away. Pepper stops the Brickster by bumping into his plane, causing the bricks to fall off until the Brickster's plane can no longer fly.

Collect Power Ups by flying through the rings. These upgrade your plane to make it faster and more maneuverable. They also allow you to hold more fuel which you'll need for charging the Brickster's plane.

Hold down **[ENTER]** to charge and release the boost when you need to conserve fuel or line up for a better charge.

AIR CHASE POWER UPS

ENGINE



Increase the engine capacity of Pepper's plane, allowing Pepper to carry more fuel.

FUEL



The more fuel carried the longer Pepper can grind the Brickster's plane. Fuel is used up as you grind, but you can always collect more fuel and then start grinding again!

WING



Increase the maneuverability of Pepper's plane.



CONTROLS

Steer	[←]/[→]
Dive	[↑]
Climb	[↓]
Charge	[ENTER]

RIPCORD RESCUE

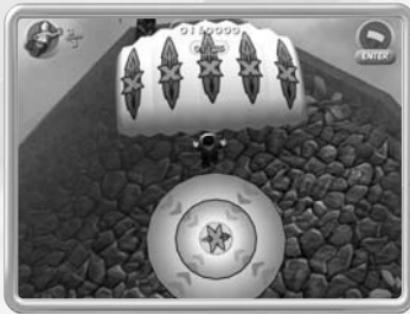
The Brickster has pushed the passengers out of the plane! Pepper has to use his skydiving skills to catch up with them all, giving them each a parachute so they can float safely to the ground. Line up with the rings to build up your stunt meter and earn the chance to pull off some spectacular stunts.

NOTE: The stunt bar is emptied when Pepper misses a ring. You win by landing on the target for a super-smooth finish.

The Ripcord Rescue screen appears like this while you are descending:



When you have rescued all the passengers, you have to land safely in the target ring.



CONTROLS

Steer	
Fall Forwards	
Fall Backwards	
Perform Stunt	Hold down ENTER and press the flashing arrow keys in the displayed order to pull off the stunt.
Open Parachute	ENTER when the parachute icon is displayed.

THE ISLAND

The game is set around all the different locations on LEGO® Island.

SUB-QUESTS

When Pepper speaks to the Islanders some of them ask him to do various tasks. Accepting and completing these quests brings rewards and also new abilities such as driving licenses.

SKATEBOARDING

Pepper loves to skateboard! There are two skate parks on LEGO Island, not to mention many other areas where you can skate and pull off tricks.

TOYING

Various LEGO objects around the Island can be 'Toyed', turning them into something else and allowing you to create your own look.

PIZZAS

Throw pizzas at Island objects and Brickster-Bots!

VEHICLES

There are many vehicles on the Island that Pepper can use on the Land, Sea, and in the Air—once he's earned his licenses of course!

REWARDS/ COLLECTIBLES

Keep an eye out for all the LEGO Island collectibles including LAFTAs, Brickimal Bricks, Trading Cards, and Evidence Photos (► *Collectibles* on p. 22).

HIGH SCORE

Select the sub-game for which you wish to see the high scores.



- Press [ESC] to return to the High Score menu from the High Score table.
- Press [ESC] again to return to the Main menu.

OTHER SUB-GAMES

There are three other sub-games, Photo Fit, Trouble in Store, and the final sub-game - Xtreme Tower. Photo Fit and Trouble in Store are not locked so you can play them at any time.

PHOTO FIT

Nick Brick, the policeman, has some photos of someone, but they have been jumbled up and he can't tell who it is. You need to help Nick put the pieces together and find the culprit.



CONTROLS

Move Piece Left	<input type="button" value="←"/>
Move Piece Right	<input type="button" value="→"/>
Move Piece Up	<input type="button" value="↑"/>
Move Piece Down	<input type="button" value="↓"/>
Show Picture	<input type="button" value="ENTER"/>

TROUBLE IN STORE

Jack O'Trades and M. P. Post both need help organizing their stores and you have to match the colored boxes to the same colored square floor tiles. You only have a limited amount of time in which to solve the puzzle.



CONTROLS

Move Left	
Move Right	
Move Up	
Move Down	

XTREME TOWER

The Xtreme Tower sub-game is triggered once at least one level of each stunt action sub-game has been successfully completed. Pepper must follow the arrows using all the stuntman skills he's built up in the stunt action scenes until he reaches the top of the Xtreme Tower, taking on the Brickster in the final showdown.

COLLECTIBLES

LAFTAS

LAFTAs are LEGO® Island's awards for excellence in acting from the 'LEGO Academy of Film and Television Arts'.



A certain number of LAFTAs are needed to enter the stunt action sub-games and they are awarded on completion of games.

SUB-GAME	LAFTAS REQUIRED
Freeway Frenzy	0
Motorbike Mayhem	1
Wave Catcher	3
Air Chase	5
Ripcord Rescue	10

Each of the movie sub-games has three levels—Bronze, Silver, and Gold. Pepper is awarded an appropriate LAFTA on successful completion of each level. There are three LAFTAs available for each of the five movie sub-games totaling 15. There are also an additional two LAFTAs hidden on LEGO Island.

NOTE: The two hidden LAFTAs do not contribute to the total required to unlock the stunt games.

Finish the game to win the 'Best Actor' Gold LAFTA and see Pepper in the finished film up on the big screen. Then make sure you collect all items to deserve the ultimate accolade—the Platinum LAFTA!

NOTE: You might need to pop into a stunt game "blue screen" room to get your award.

EVIDENCE PHOTOS

Pepper stores photos of the Brickster causing mischief on the movie set in his PDA (**> Pepper's PDA** on p. 25). A picture is created each time he helps Nick Brick to piece together the evidence in the Photo-Fit sub-game. There are five evidence pictures to collect.



LEGO® BRICKS

You can collect LEGO® bricks on the island to build LEGO animals called Brickimals (**> Brickimals** on p. 27). There are two types of bricks; red standard bricks and Brickimal Hearts. The Brickimal Hearts activate the building plan for a new Brickimal. You must then use your PDA (**> Pepper's PDA** on p. 25) to find out if you have enough red bricks to build it.



Standard Brick



Brickimal Heart

TRADING CARDS

The Trading Cards are based on the LEGO® Island characters, each featuring an image of the person and a short description on the reverse. Pepper is sometimes given these cards when he completes a sub-quest for an Islander but others are hidden around the Island.



SUB QUESTS

Sub quests are tasks and favors that Pepper does for the Islanders in return for rewards.



PEPPER'S PDA

Pepper carries his PDA with him wherever he goes and it contains information on his collections of Bricks, Brickimals and Trading Cards. It also contains other information, including how far into the game you are, the number of licenses you have achieved, and so on.

PDA KEYS

Open PDA	BACKSPACE
Move	Arrow keys
Select	ENTER
Cancel/Back	ESC
Close Menu	ESC
Switch PDA Screens	Z or X

STATUS SCREEN

The status screen is the default screen, and is displayed when the PDA is opened. This screen displays, at a glance, all of the important game information that is vital to you and consists of the following:

Shows which PDA screen is opened when the left top screen button is selected. In this example, it is the Journal.

This area shows which licenses Pepper has earned and those he has still to gain.

This heart-shaped button opens the Brickimal screen which allows you to create Brickimals.

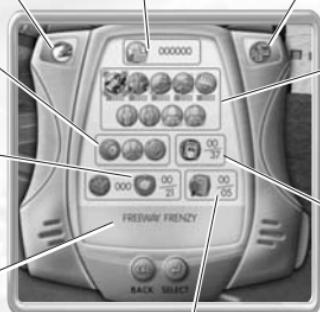
This section gives you more information on the selected PDA item.

This opens the High Score table for all of the sub-games and their separate levels.

This shows which PDA screen is opened when right top screen button is selected. In this case it is the Map.

This area shows all the sub-games—those that have already been played and those still to be played—on the top line and every LAFTA that Pepper has gained on the second line.

This panel shows how many trading cards there are and how many have been collected so far. When you open the Trading Card screen it displays all the cards Pepper has found.



This panel shows you how many pieces of evidence there are and how many have been collected.

SUB-GAMES/LAFTAS



In this panel an icon is displayed representing each of the five movie sub-games. Underneath each picture are three boxes which are checked off each time you receive one of the three LAFTAs available for that game. Game icons are grayed out until they are unlocked.

Underneath this are the icons for the two LAFTAs hidden on the island and the icons representing the two final awards; the big gold LAFTA and the Platinum LAFTA.

LICENSES



Pepper can earn driving, water, and air licenses. He must earn the relevant license before being able to pilot the relevant vehicle. Earn all three to have complete freedom of the Island!



HIGH SCORES

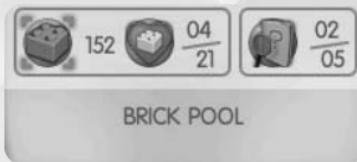
The High Score panel is displayed when the Score Icon at the top of the PDA is selected.



This section tells you which sub-game and which level's scores you are looking at

BRICKIMALS

There is an icon of a LEGO® brick which is labeled 'Brick Pool' and this represents the total amount of standard bricks you have collected so far.



Next to this is an icon of a 'Brickimal Heart'. To activate a Brickimal, you must collect a Brickimal Heart.



This is then displayed in the PDA status screen.



If you select the Brickimal Heart icon and press [ENTER] you load the Brickimal creator. The PDA then displays the Brickimal creator in the Brick Pool.

This shows the number of bricks needed to create that particular Brickimal

This shows the number of bricks Pepper is currently carrying. Creating a Brickimal uses up bricks



Scroll right or left through the screens

This shows how many Brickimal hearts have been found

This shows the status of the displayed Brickimal

The Brickimal can have the following status:

HEART NEEDED

Pepper needs to find that Brickimal's Heart brick.

BRICKS NEEDED

Pepper has the Heart brick but has not found enough normal bricks to create that Brickimal.

SELECT TO PLACE

Pepper has collected all the parts required for the Brickimal—to place the Brickimal press [ENTER].

COMPLETE

The Brickimal has been created and is now in one of the Brickimal pens back on the main Island.



EVIDENCE BOOK

There is an icon that represents Nick Brick's Evidence book and shows the number of pictures collected so far (► *Photo Fit Sub-Game* on p. 20).



TRADING CARDS

There is an icon that represents the Trading Cards and shows the number collected so far. To view the Trading Cards, select the Trading Cards icon and press **[ENTER]**.

MAP

While on the status screen, press **[X]** to display the Map screen.



This is a map of LEGO® Island. On the Map you see Pepper's current location. Use the arrow keys to move around the island map. Location names are displayed in the text box at the bottom of the screen as you pass over each location.



- Press **Z** to return to the PDA status screen.

JOURNAL

While at the status screen, press **Z** to display the Journal screen.



The PDA Journal keeps a record of the different quests Pepper has been asked to do and registers whether or not they are completed.

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